

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

LISTING OF CLAIMS:

1. – 26. (Canceled)

27. (Currently Amended) The system of Claim [[26]] 30, wherein:

- the client is connected to at least the m^{th} and $(m+1)^{th}$ anti-latency data streams when the client raises a request for said data;
 - the data in at least the m^{th} and $(m+1)^{th}$ anti-latency data streams is buffered in the client;
 - the client is subsequently connected to successive anti-latency data streams;
- and

until all data in the leading portion is received by the client.

28. (Currently Amended) The system of Claim [[27]] 30, wherein:

- the client is connected to any one of the N interactive data streams after all data in the leading portion is received by the client.

29. (Currently Amended) The system of Claim [[26]] 30, wherein each of the N interactive data streams contains the whole set of said data having K segments.

30. (Currently Amended) A [[The]] system of Claim 26 for transmitting data over a network to at least one client having a latency time to initiate transmission of said data to the client, including:

at least one anti-latency signal generator for generating a plurality of anti-latency data streams containing at least a leading portion of data for receipt by a client; and

at least one interactive signal generator for generating a plurality of interactive data streams containing at least a remaining portion of said data for the client to merge into after receiving at least a portion of an anti-latency data stream,

wherein:

said data has a length R , and is fragmented into K segments each requiring a time T to transmit over the network;

the interactive data streams include N interactive data streams, wherein each of the N interactive data streams is repeated continuously within said interactive data stream, and wherein each successive interactive data

stream is staggered by an interactive time interval $= \frac{KT}{N}$;

the anti-latency data streams include M anti-latency data streams,

wherein the anti-latency data streams 1 to M are generated such that an m^{th} anti-latency data stream has F_m segments, wherein F_m is an m^{th}

Fibonacci number; and

the F_m segments are repeated continuously within the m^{th} anti-latency data stream, wherein each of the N interactive data streams contains the remaining portion of said data only.

31. (Currently Amended) A The system of Claim 26 for transmitting data over a network to at least one client having a latency time to initiate transmission of said data to the client, including:

at least one anti-latency signal generator for generating a plurality of anti-latency data streams containing at least a leading portion of data for receipt by a client; and

at least one interactive signal generator for generating a plurality of interactive data streams containing at least a remaining portion of said data for the client to merge into after receiving at least a portion of an anti-latency data stream,
wherein:

said data has a length R , and is fragmented into K segments each requiring a time T to transmit over the network;

the interactive data streams include N interactive data streams, wherein each of the N interactive data streams is repeated continuously within said interactive data stream, and wherein each successive interactive data stream is staggered by an

interactive time interval $= \frac{KT}{N}$;

the anti-latency data streams include M anti-latency data streams,

wherein the anti-latency data streams 1 to M are generated such that

an m^{th} anti-latency data stream has F_m segments, wherein F_m is an m^{th} Fibonacci number; and
the F_m segments are repeated continuously within the m^{th} anti-latency data stream, wherein $F_M \geq \frac{2K}{N}$.

32. (Currently Amended) The system of Claim [[26]] 30, wherein m starts from 1.

33. (Currently Amended) A The system of Claim-26 for transmitting data over a network to at least one client having a latency time to initiate transmission of said data to the client, including:

at least one anti-latency signal generator for generating a plurality of anti-latency data streams containing at least a leading portion of data for receipt by a client; and

at least one interactive signal generator for generating a plurality of interactive data streams containing at least a remaining portion of said data for the client to merge into after receiving at least a portion of an anti-latency data stream,

wherein:

said data has a length R , and is fragmented into K segments each requiring a time T to transmit over the network;

the interactive data streams include N interactive data streams, wherein each of the N interactive data streams is repeated continuously within said interactive data stream, and wherein each successive interactive data stream is staggered by an

interactive time interval $= \frac{KT}{N}$;

the anti-latency data streams include M anti-latency data streams,
wherein the anti-latency data streams 1 to M are generated such that
an m^{th} anti-latency data stream has F_m segments, wherein F_m is an m^{th}
Fibonacci number; and
the F_m segments are repeated continuously within the m^{th} anti-latency data
stream, wherein m starts from 4 and the first anti-latency data stream consists
of a repeating sequence of the first data segment only, the second anti-latency data
stream consists of a repeating sequence of the second and third data segments, and
the third anti-latency data stream consists of a repeating sequence of the fourth
through seventh data segments.

Claims 34-108. (Canceled).

109. (New) The system of claim 31, wherein:

the client is connected to at least the m^{th} and $(m+1)^{\text{th}}$ anti-latency data
streams when the client raises a request for said data;
the data in at least the m^{th} and $(m+1)^{\text{th}}$ anti-latency data streams is buffered in
the client;
the client is subsequently connected to successive anti-latency data streams;
and until all data in the leading portion is received by the client.

110. (New) The system of claim 31, wherein:

the client is connected to any one of the N interactive data streams after all
data in the leading portion is received by the client.

111. (New) The system of claim 31, wherein:

each of the N interactive data streams contains the whole set of said data having K segments.

112. (New) The system of claim 33, wherein:

the client is connected to at least the m^{th} and $(m+1)^{\text{th}}$ anti-latency data streams when the client raises a request for said data;

the data in at least the m^{th} and $(m+1)^{\text{th}}$ anti-latency data streams is buffered in the client;

the client is subsequently connected to successive anti-latency data streams; and until all data in the leading portion is received by the client.

113. (New) The system of claim 33, wherein:

the client is connected to any one of the N interactive data streams after all data in the leading portion is received by the client.

114. (New) The system of claim 33, wherein:

each of the N interactive data streams contains the whole set of said data having K segments.

115. (New) The system of claim 31, wherein m starts from 1.

116. (New) The system of claim 33, wherein m starts from 1.